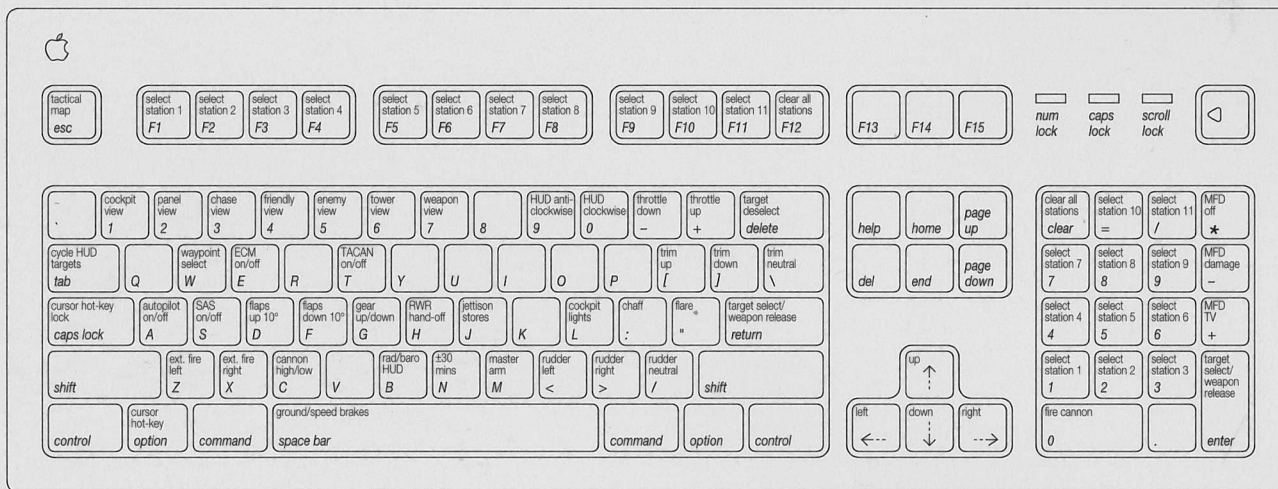
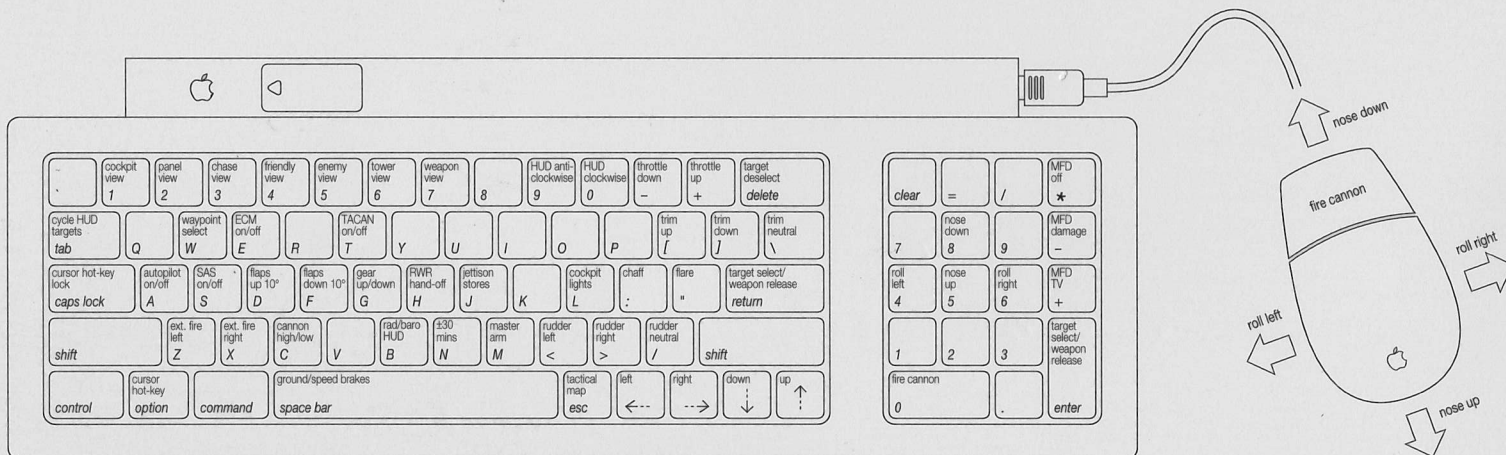


A-10 CUBA!

Keyboard Layout / Commands Quick Reference



Apple Extended Keyboard II — mouse/joystick control



Apple Keyboard II — mouse/keyboard control

Mouse controls

aircraft controls

<input data-bbox="222 128 270 171" type="button" value=" < "/>	rudder left
<input data-bbox="222 186 270 230" type="button" value=" > "/>	rudder right
<input data-bbox="222 244 270 288" type="button" value=" / "/>	rudder reset
<input data-bbox="222 302 270 346" type="button" value=" F "/>	flaps down 10°
<input data-bbox="222 361 270 404" type="button" value=" D "/>	flaps up 10°
<input data-bbox="222 419 270 463" type="button" value=" G "/>	gear up/down
<input data-bbox="135 463 270 506" type="button" value=" command E "/>	eject
<input data-bbox="222 521 270 564" type="button" value=" ["/>	elevator trim up
<input data-bbox="222 579 270 623" type="button" value="] "/>	elevator trim down
<input data-bbox="135 623 270 666" type="button" value=" shift ["/>	rudder trim left
<input data-bbox="135 681 270 725" type="button" value=" shift] "/>	rudder trim right
<input data-bbox="222 739 270 783" type="button" value=" \ "/>	trim reset
<input data-bbox="135 783 270 827" type="button" value=" space bar "/>	ground/speed brakes

instrument panel

<input data-bbox="621 128 670 171" type="button" value=" B "/>	radar/barometric HUD altitude toggle
<input data-bbox="621 186 670 230" type="button" value=" H "/>	RWR hand-off
<input data-bbox="621 244 670 288" type="button" value=" L "/>	cockpit lights
<input data-bbox="621 302 670 346" type="button" value=" S "/>	SAS on/off
<input data-bbox="621 361 670 404" type="button" value=" 9 "/>	HUD mode rotate counter-clockwise
<input data-bbox="621 419 670 463" type="button" value=" 0 "/>	HUD mode rotate clockwise
<input data-bbox="586 463 670 506" type="button" value=" caps lock "/>	cursor hot-key lock
<input data-bbox="586 521 670 564" type="button" value=" delete "/>	target deselect
<input data-bbox="534 579 670 623" type="button" value=" command I "/>	panel toggle
<input data-bbox="534 637 670 681" type="button" value=" command C "/>	HUD color
<input data-bbox="491 681 670 725" type="button" value=" * command H "/>	HUD frame toggle
<input data-bbox="621 725 670 768" type="button" value=" page up "/>	HUD intensity decrease
<input data-bbox="621 783 670 827" type="button" value=" page dn "/>	HUD intensity decrease

views

<input data-bbox="1020 128 1069 171" type="button" value=" 1 "/>	cockpit view
<input data-bbox="1020 186 1069 230" type="button" value=" 2 "/>	panel view
<input data-bbox="1020 244 1069 288" type="button" value=" 3 "/>	chase view
<input data-bbox="1020 302 1069 346" type="button" value=" 4 "/>	friendly view
<input data-bbox="1020 361 1069 404" type="button" value=" 5 "/>	enemy view
<input data-bbox="1020 419 1069 463" type="button" value=" 6 "/>	tower view
<input data-bbox="1020 463 1069 506" type="button" value=" 7 "/>	weapon view
<input data-bbox="968 521 1017 564" type="button" value=" R "/>	rear view
<input data-bbox="1020 564 1069 608" type="button" value=" ↑ "/>	up
<input data-bbox="1020 623 1069 666" type="button" value=" ↓ "/>	down
<input data-bbox="1020 681 1069 725" type="button" value=" ← "/>	left
<input data-bbox="1020 739 1069 783" type="button" value=" → "/>	right
<input data-bbox="933 783 1017 827" type="button" value=" shift ↑ "/>	zoom in
<input data-bbox="933 841 1017 885" type="button" value=" shift ↓ "/>	zoom out

weapons/stores

<input data-bbox="1420 128 1468 171" type="button" value=" C "/>	cannon rate high/low
<input data-bbox="1420 186 1468 230" type="button" value=" M "/>	master arm
<input data-bbox="1376 244 1468 288" type="button" value=" * E "/>	ECM on/off
<input data-bbox="1420 302 1468 346" type="button" value=" . "/>	chaff
<input "="" data-bbox="1420 361 1468 404" type="button" value=" "/>	flare
<input data-bbox="1420 419 1468 463" type="button" value=" Fn "/>	select station n
<input data-bbox="1420 463 1468 506" type="button" value=" F12 "/>	clear all stations
<input data-bbox="1376 521 1468 564" type="button" value=" return "/>	target select/ weapons release
<input data-bbox="1376 579 1468 623" type="button" value=" delete "/>	target deselect
<input data-bbox="1376 637 1468 681" type="button" value=" tab "/>	cycle HUD targets
<input data-bbox="1324 681 1468 725" type="button" value=" command J "/>	jettison all stores

the tab key is used in friendly/enemy view to cycle between aircraft within a 5 mile radius

engine

<input data-bbox="222 997 270 1041" type="button" value=" - "/>	throttle down
<input data-bbox="222 1055 270 1099" type="button" value=" + "/>	throttle up
<input data-bbox="135 1113 270 1157" type="button" value=" shift - "/>	throttle min/off
<input data-bbox="135 1172 270 1215" type="button" value=" shift + "/>	throttle max
<input data-bbox="222 1230 270 1274" type="button" value=" Z "/>	extinguish fire left engine
<input data-bbox="222 1288 270 1332" type="button" value=" X "/>	extinguish fire right engine

navigation

<input data-bbox="621 997 670 1041" type="button" value=" T "/>	TACAN
<input data-bbox="621 1055 670 1099" type="button" value=" A "/>	autopilot
<input data-bbox="621 1113 670 1157" type="button" value=" esc "/>	tactical map
<input data-bbox="578 1172 670 1215" type="button" value=" * W "/>	cycle waypoint

clock

<input data-bbox="1020 997 1069 1041" type="button" value=" N "/>	+30 mins
<input data-bbox="933 1055 1069 1099" type="button" value=" shift N "/>	-30 mins

conn T Triple Time

stores release sequence

<input data-bbox="1315 997 1364 1041" type="button" value=" R "/>	<input data-bbox="1364 997 1413 1041" type="button" value=" M "/>	<input data-bbox="1413 997 1461 1041" type="button" value=" S "/>	release mode SGL
<input data-bbox="1315 1055 1364 1099" type="button" value=" R "/>	<input data-bbox="1364 1055 1413 1099" type="button" value=" M "/>	<input data-bbox="1413 1055 1461 1099" type="button" value=" P "/>	release mode PRS
<input data-bbox="1315 1113 1364 1157" type="button" value=" R "/>	<input data-bbox="1364 1113 1413 1157" type="button" value=" M "/>	<input data-bbox="1413 1113 1461 1157" type="button" value=" J "/>	release mode JETT
<input data-bbox="1255 1172 1303 1215" type="button" value=" R "/>	<input data-bbox="1303 1172 1352 1215" type="button" value=" M "/>	<input data-bbox="1352 1172 1400 1215" type="button" value=" R "/>	release mode RIP PRS *
<input data-bbox="1255 1230 1303 1274" type="button" value=" R "/>	<input data-bbox="1303 1230 1352 1274" type="button" value=" M "/>	<input data-bbox="1352 1230 1400 1274" type="button" value=" R "/>	release mode RIP SGL
<input data-bbox="1255 1288 1303 1332" type="button" value=" R "/>	<input data-bbox="1303 1288 1352 1332" type="button" value=" I "/>	<input data-bbox="1352 1288 1400 1332" type="button" value=" n "/>	ripple interval (nn x 10ms)
<input data-bbox="1255 1346 1303 1390" type="button" value=" R "/>	<input data-bbox="1303 1346 1352 1390" type="button" value=" C "/>	<input data-bbox="1352 1346 1400 1390" type="button" value=" n "/>	ripple count nn *